CHECK OUT THE 2K5 LINEUP

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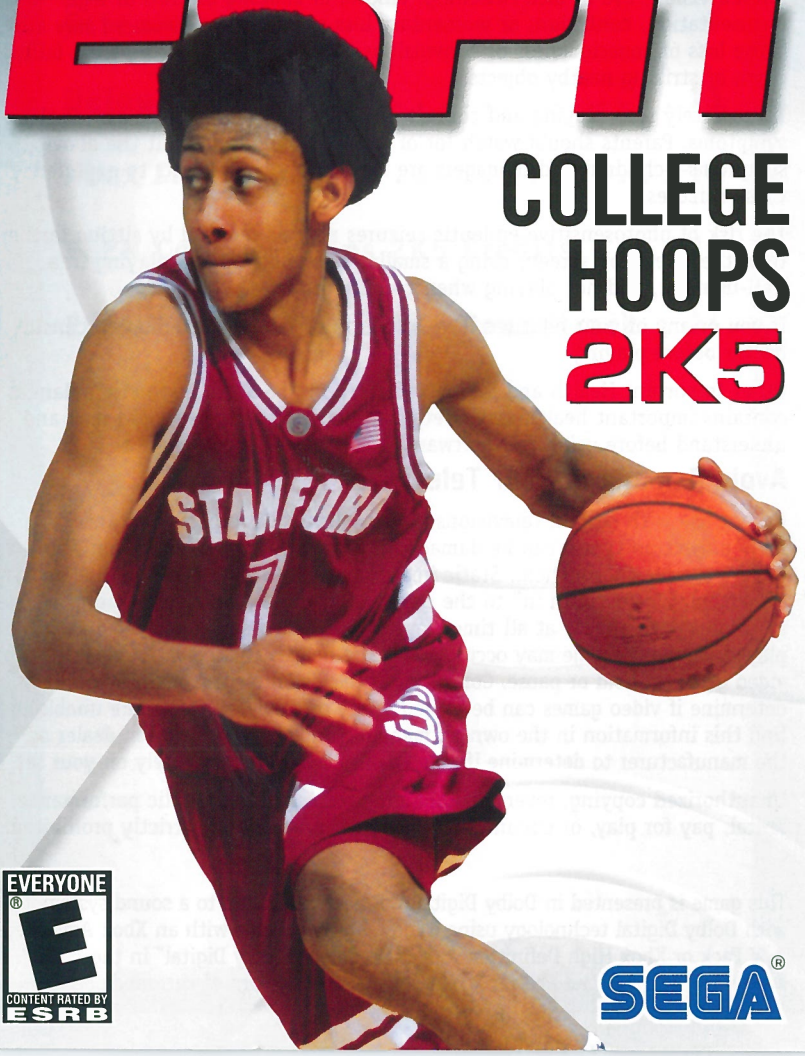
XBOX LIVE ONLINE ENABLED

ESPN COLLEGE HOOPS 2K5



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

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QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

This screen is where you will choose the teams and jerseys you wish to play with.

- Move the **left thumbstick** or **directional pad** LEFT to select the away team and RIGHT to select the home team.
- Pull the **right trigger** or **left trigger** to cycle forward and backward through the available teams.
- Pull the **right trigger** and **left trigger** simultaneously to randomly select a team.
- Press the **Black** or **White** button to cycle forward and backward through the various conferences and access the classic teams list.
- Move the **right thumbstick** UP or DOWN to select a User Profile, or to highlight Load Profile, or New Profile.
- Press the **left thumbstick** button to select your team's jersey. Use the **Black** and **White** buttons to select the desired jersey.
- Click the **right thumbstick** button to access the User Profiles screen. Here you can create, load, save or delete a user record.
- Press the **Y** button to get to the Team Options screen.
- Press **START** to continue.

Team Options

This screen allows you to adjust all of the following options for your match up. Move the **left thumbstick** UP and DOWN to highlight the option you wish to change. Move the **left thumbstick** LEFT and RIGHT to scroll through the choices for the highlighted option.

- **Arena** – Choose any available arena to play in.
- **Game Difficulty** – Adjust the Game difficulty between the following settings: Walk-On, Starter, All-conference, All-American, MOP (Most Outstanding Player.)
- **Game Speed** – Slow, Normal, Fast.
- **Half Length** – Adjust the minutes per half.
- **Player Energy** – Players get fatigued during game play. You can turn this ON or OFF.
- **Injuries** – Turn injuries on or off.
- **Home and Away Playbooks** – select which playbook the home and away teams use.

Jump Ball

X button . . . . . (repeatedly tap) Jump to tip the ball to a teammate

Offense

left thumbstick . . . . . .Move player

right thumbstick . . . . . .IsoMotion jukes

A button . . . . . .Pass / Double tap button for a lead pass/ SHIFT Give and Go

B button . . . . . .Crossover / Hesitation Dribble/ SHIFT Hop Step

+ **right trigger** . . . . . .Spin move

X button . . . . . .Shoot

Y button . . . . . .Lead Pass

Black button . . . . . .Pass Icons

White button . . . . . .Back Down

left trigger . . . . . .Shift

right trigger . . . . . .Turbo

START button . . . . . .Pause

BACK button . . . . . .Timeout

directional pad . . . . . .Play Call/ Strategy

Free Throw Shooting

A button . . . . . (hold) Set Power and Shoot

Defense

left thumbstick . . . . . .Move player

click **right thumbstick** . . .Call for an intentional foul

A button . . . . . .Switch player

B button . . . . . .Steal

X button . . . . . .Block / Jump

Y button . . . . . .Take Charge

Black button . . . . . .Defender Switch Icons

directional pad . . . . . .Play Call/ Strategy

left trigger . . . . . .Double Team

right trigger . . . . . .Turbo

START button . . . . . .Pause

BACK button . . . . . .Timeout (during dead ball situations)

Play Call and Strategy Window

directional pad (left, right) . . . . .Select Strategy

directional pad (up, down) . . . . .Change Strategy Level

Give and Go

Give and go is when a player passes a ball to a teammate and moves toward the basket for a scoring opportunity.

ESPN Tip - Break off an Alley-oop

The alley-oop is probably the most spectacular play in all of basketball. Though they are rare and difficult to accomplish, there are a few on-court factors that will help you execute a successful alley-oop dunk. The most likely scenario for a nasty alley-oop is during the fast break. If your team on offense has more players running down court than there are defenders, pull the Shift (left trigger) button and press Y button at the same time to throw up an alley-oop pass. Keep in mind that your passing player should be near the 3-point arch when the alley-oop pass is attempted. Likewise, the receiving player should also be near the 3-point line. In some situations, you will notice a player on your team raise his hand in the air, calling for the ball.

ESPN Tip - Take smart shots

Setting up your shots will greatly increase your shooting percentage. Taking jumpers with improper release or while moving will cut your accuracy, so try to station the player facing the basket before he goes up for the J. Try not to take off-balance or running jump shots. Look over the whole court, find the open man and pass to him so he can take a stationary shot. Also, make sure you release the ball at the top of your players jump to increase shot accuracy.

The referee will begin the tip-off process holding the ball between 2 players at half court. A "tap the **X**" graphic will appear on the lower left of the screen to indicate the contest of the tip off. Press the **X** button repeatedly to vie for position to get the tip off. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left thumbstick** in the direction you want to move.
- To get a speed burst, pull and hold the **right trigger** while moving in any direction. When doing so, a bar will appear below your player. The bar will deplete as you use up your speed burst. When the Speed Burst bar is empty, you will no longer be able to speed burst for a short while.
- You can dribble the ball between your legs repeatedly to put your defender off balance before making your move (known here as a "Hesitation dribble"). To do this, press **B** with the **left thumbstick** centered (i.e. not pointed in any direction).
- To perform a crossover / driving move, move the **left thumbstick** left or right and press the **B** button. This move is good for getting past your defender.
- To cancel your crossover / driving move, center the **left thumbstick** and press the **B** button again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
- To perform a crossover / backstep move, move the **left thumbstick** down from the basket and press the **B** button.
- To perform a spin move while your player is moving, pull and hold the **right trigger** for a speed burst, and press the **B** button.
- To chain multiple dribble moves together, hold down the **B** button, then move the **left thumbstick** to perform your desired moves.

To perform IsoMotion dribble moves, move the **right thumbstick**:

- Hard Left – Crossover / Drive left (w/ **right trigger** for spin move)
- Hard Right – Crossover / Drive right (w/ **right trigger** for spin move)
- Hard Down – Step-back move
- Softly Any Direction – Hesitation dribble

Passing

- To pass the ball to the nearest player, simply press and hold down the **A** button momentarily.
- To pass the ball to a teammate of your choice, move the **left thumbstick** in the direction of the teammate you want to pass to and then press the **A** button.
- To make your pass lead your teammate to the basket, press **Y**.
- Icon passing is the most precise method of passing. To perform an icon pass, first press the **Black** button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The **A** button icon corresponds to the Point Guard, the **B** button icon corresponds to the Shooting Guard, the **X** button icon corresponds to the Small Forward, the **Y** button icon corresponds to the Power Forward, and the **right trigger** icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Switch on Pass" If you're playing with the Switch on Pass option OFF, and you're controlling an offensive player without the ball, the following controls apply:

A button	Switch to player closest to the basket
B button	Set pick
X button	Tell teammate to shoot
Y button	Call for a pass
White button	Post up

Shooting

- To shoot a jump shot, press the **X** button and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To fade away from the basket during your jump shot, move and hold the **left thumbstick** away from the basket prior to releasing the **X** button.
- To attempt a layup or a dunk, dribble close to the basket and then press the **X** button while moving the **left thumbstick** towards the basket. Keep in mind that using turbo (**right trigger**) will increase the range of your lay-ups and dunks.
- During your layup or dunk attempt, if a defender leaps into your path and you want to change your shot to prevent it from being blocked, release the **X** button mid-shot and press it again while pressing Down, Right or Left on the **left thumbstick**. Depending on the direction you push during the Shot Change, a different maneuver will be executed:

Directional Shot Change Type

Down- 180 flip shot.

Right- Right Flip Shot

Left- Left Flip Shot

- To pass out of a shot, press the **X** button to shoot and, without letting go of the **X** button, quickly press the **A** button to pass while in the middle of your jump. Your player will now pass while in midair.

Posting Up

- Posting up on a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint.
- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left thumbstick** in the direction of the basket. However, be careful of the 5 Second Closely Guarded Rule: If you spend more than 5 seconds posting up between the free throw line extended and the base line, you will be called for a penalty and turn the ball over to the defense.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper move the **left thumbstick** to the right (to spin right), left (to spin left), up (to lean into the defender), or down (to fade away from the defender), and press the **X** button to shoot.
- The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pressing the **White** button. At any time during your post up, pull the **left trigger** and **B** buttons. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup.

Free throw shooting

Shooting free throws in ESPN College Hoops is a matter of developing a good shot routine. Just like taking shots from the field, you must time your free throw release to let go of the ball at the top of your shooting motion. To shoot the ball from the line: press and hold the **A** button until you are ready to release the ball, then release the **A** button.

Also, remember that you don't have all day to shoot the free throw. After a certain amount of time (15 seconds with Walk-on or Starter difficulties, 10 seconds with All-Conference, 5 seconds with MOP difficulty) if you haven't shot the free throw, your player will automatically shoot the ball wherever the brackets and the Distance Dot are pointed. If you're having trouble shooting free throws, go to Practice: Free Throws to hone your skills.

Playcall and Strategy window

Now you can adjust all aspects of play calling and team strategy from in-game rather than going to a menu. You can bring up the Play Call / Strategy Window by pressing the **directional pad**.

TEAM STRATEGY

In the Play Call / Team Strategy Window there is a bar for Tempo on the left and Pressure on the right. Press the **directional pad** LEFT to select Tempo and RIGHT to select Pressure.

Tempo

The Tempo bar will affect how many players will "crash the boards" (go for rebounds) and how many players will run down court on a possession change. Press UP or DOWN on the **directional pad** to raise or lower the level of the bar. Move the bar DOWN to have more people "crash boards" and UP to have more players run down court.

Pressure

The pressure setting affects the entire teams defense strategy: Loose or Tight. Move the Pressure Bar UP for tighter defense and DOWN for looser Defense.

CALLING PLAYS

Each team can choose four plays out of the plays available in the offensive and defensive playbook. These plays can be accessed during gameplay via the in-game Play Call Menu. If you'd like to customize the four plays currently in use, select Coaching from the Pause Menu, and select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).

- To bring up the Play Menu during gameplay, press the **directional pad**. Then press the corresponding button to run a specific play.

Other Calls

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, click the **right thumbstick** while in control of the ball. Your nearest teammate will run up and set a pick for you.
- To call an intentional foul while on defense, click the **right thumbstick**. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations where your team is behind and you want to stop the opposing team from running out the clock.
- To call for a double team on the ball-handler when on defense, pull the **left trigger**.

DEFENSE

Stealing

- To attempt to pick the ball handler's dribble, press the **B** button. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal and the offense can burn you if you lunge and get too far out of position.
- To steal a pass, press the **B** button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging pass steal. While running towards the passing lane, pull and hold the **right trigger** for a speed boost and then press the **B** button. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

Drawing a Charge

The number of offensive charging fouls that a defender draws isn't an official statistic in College Basketball, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

- To jump in front of an offensive player and attempt to draw a charge, press the **Y** button.

Blocking Shots

- To block a shot, press the **X** button as the ball handler begins his shot.
- To power up your shot block, pull and hold the **right trigger** and then press the **X** button.

Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent after a shot attempt, position your rebounder close to the basket. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him. This action is automatic as long as you are in the best position to box your opponents out.
- To jump for a rebound, press the **X** button once the ball has bounced off the rim.
- You can also press the **X** button to dive for loose balls.

Switching Defenders

- While on defense, press the **A** button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the **Black** button to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

TIPS / TACTICS

Ability Icons

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities:

- Shoe – The player is fast. (Get him the ball on a fast break).
- "3" – The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Crosshairs – The player has a good jumpshot. (If the defense gives him a little space, have him put up the J).
- Star – The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line.)
- Hand – This player has high rating in the defensive skills.

Take College Hoops 2K5 Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect**.

Online Sign In

To create a user account:

- Highlight **NEW ACCOUNT** and press **A**. You will be taken to the Xbox Dashboard.
- Follow Xbox *Live* Instructions to create a new account.

To use an existing user account:

- Move left or right on the **Left thumbstick** to highlight the desired user account name.
- Press **A**.
- If the account has a Passcode, enter it.

To join as a guest:

- After the account holder has selected his account, highlight **PLAY AS GUEST** and press **A**.

To advance, press **START**.

XBOX *LIVE* MENU

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

OptiMatch

The OptiMatch screen allows you to define what type of game you want to play.

- Press **A** or **Y** to cycle forward or backward through the game types.
- Press **START** to find the available matches under that Game Type. The Match List screen should appear.

Note: If you challenge another player to a game, you will play the game with the settings they selected.

Note: If you'd like to practice your skills a bit before playing games that count towards your standing, start in a Non-ranked Game.

Online Gamefinder

The Online Gamefinder screen is where you challenge other players to an Online Game.

To challenge another user to a game:

- Highlight another user's match and press **A**.
- If the other user accepts, you will advance to the Team Select screen. If you and your opponent both have an Xbox Communicator headset, The Headset Icon will appear on the screen; you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you've created:

- To accept the challenge, press **Y**. The challengers name will highlight.
- To accept the challenge, Press the **A** button when challenger's name is highlighted.

To ask someone to be your friend:

- Play a game against them, select Online Desk, Players/Friends, scroll to Players, highlight the player's name and press **A**.
- Select **INVITE TO BE YOUR FRIEND** and press **A**.

- or -

- Go to the Xbox Dashboard; select Xbox *Live*; select Account Management; select your account; select Friends; highlight **ADD FRIEND** and type in their name.

Create a Match

Use this screen to create a game with the options you desire. Press **A** or **Y** to move forward or backward through the options.

Leagues

Want to play a tournament or an entire season?

Online Desk

The Online Desk contains several features that allow you to see and send ESPN College Hoops 2K5 information as well as adjust your own game types and options.

Players / Friends

Players / Friends allows you to add preferred opponents to a list for future games of ESPN College Hoops 2K5. All management of your friends list can be found here.

ESPN Messaging

Send and receive emails from your friends as well as receive league notifications.

Online Options

The options menu contains personal settings for while you are on Xbox *Live*.

Leader Boards

The Online Leader Board screen displays the online player rankings for each mode except Unranked games.

Latest News

The Latest News screen gives you all the latest news pertaining to ESPN College Hoops 2K5 Online.

Downloads

The Downloadable Content screen allows for the latest College Hoops rosters to be downloaded onto the Xbox console, in order to keep your game up to date with the pros. Highlight an update and press **A** to download the rosters.

Sign Out

Select Sign Out to log off of the Xbox *Live* network and return to the Main Menu.

ESPN COLLEGE HOOPS 2K5 CREDITS

Visual Concepts Entertainment, Inc.

Lead Engineer
Aki Rimpilainen

Art Director
Jay Esparza

Project Manager
Rob Jones

Platform Lead Engineer
Evan Harsha

AI Lead Engineer
Edward Park

Legacy Engineer
Tim Schroder

Front-end Engineer
Nick Jones

Presentation Engineer
Casey Yost

Online Engineers
Mark Roberts
Gordon Read

Additional Engineering
Matthew Hamre
Andrew Marrinson
Rob Gatson
Mark Horsley
Henrik Holmdhal
Richard Choi

Arena Art
Leandro Penaloza
Collin Fogel
Tim Loucks
Desha Chanhdra

Player Art
Michael Stribling
Kurt Lai
Lynell Jinks
Anthony Yau

Player Art Cont.
Joyce Rietveld
Heather Marshall
Richard Horne
Jason Justice

Animation
Anton Dawson
Joel Flory
Dan Lavender

Front End Art
David Northcutt
Quinn Kaneko
Frank Robbins

Game Design
Nick Jones
Eddie Park
Tim Schroeder
Zach Timmerman

Schedules Rosters
Matt Underwood
Zach Timmerman

Production Special Thanks
Rick Brown
Derrick Aynaga
Mark Washington

Video Production
Jake Baker

Director of Technology
Tim Walter

Library Engineers
Ivar Olsen
Boris Kazanskii
Isaac Gartner
Henrik Holmdahl
Jason Dorie
Khoi Nguyen

VC Audio Team
Audio Director
Brian Luzietti

Lead Sound Designer
Larry Peacock

Sound Designer
Randy Rivas

Video Editor
J. Mateo Baker

Color Announcer
Jay Bilas

Play by Play Announcer
Mike Patrick

Public Announcer
Sam Lagana

Marketing and PR
Matt Atwood
Anthony Chau
Shelby Cox
David DePaulis
Nikki Flynn
Rustin Lee
Moni Orife
Otto Park
Steve Raab
Mike Rhinehart
Tim Rosa
Christian Scatena

Marketing Interns
Ryan Hunt
Rich Saroyan

Manual Design and Localization
Vicki Morawietz of VAM Design

Motion Capture Supervisor
David Washburn

Senior Motion Capture Specialist
Junior Sison

Motion Capture Specialist
Kai Ma

Motion Capture Technician
Josh LaBrot

Executive Producer
Greg Thomas

Director of Quality Assurance
Chien Yu

Supervisor of Quality Assurance
John Crysdale

Senior Lead Tester
Robert Nelson

Lead Tester
Marion Dreo

Assistant Lead Tester
Thomas Moyles

Test Plan Coordinator
James Miller

Lead Network Tester
Robert Leach

Network Assistant Lead
Jerson Sapida

Mastering & Release Specialist
Jason Bakke

Standards Lead Tester
Evan Boehler

Senior Tester
Ross Conkey
Donell Williams
Jef Holton
Chris Ganz
Chris Watkins
Dustin Wright
Kevin Clement
Simon Chan

Standards Testers
Johannes Robbins
Brian Rust
Aaron Baxter

Quality Assurance
Robert Britt
Jason Battle
Nathan Rodriguez
Michael Andrews
Shawn Sims
Evan Rice
William Parkman III
Ryan Medina
Ocie Henderson
Bryan Austin
Joel Lehmann
Ryan Hunt
Zachary Rude
Chris Weber
Nick Young
Austin Sharp
Ryan Lim
Guy Lasky
Adam Ausiello
Dan Cowan
Joe Levesque
Jeremy Ford
Robert Zavala
Arthur Javier
Wayne Gin
Alex Hayden
Tyler Jacobson
Will Madia
Maciej Pawloswski
Jason Souza
Justin England
Owen Christy
Dan Indra
Elton Brown
Shane Berta
Rhianna Kellom
Andrew Patania

Quality Assurance Cont.
Nicolas Hernandez
Mark Sardina
Patrick Smith
Dino Zucconi
Norman Solis
Tyler Brogdon
Nadar Williams

Network Quality Assurance
Cliff Chin
Evan Rice
Chad Urquart
Jerel Francisco
Jesse Jones
Jacob Adina
Nate Burks
Jake Stockstell
Matt Holler
Clifton Allen
John Eleen
Byron King
Borden Wong
Josh Graham
Matt Schultz
Brad Fotsch
Terrance Brown
Andrew Plempel
Mike Rose
Marshon Thomas
David Dixon

QA Tech
Alan Trammel
Jose Gutierrez
Jonathan Yee
Adam Fair
Mike Rogers

Manual Writer
Timothy Collins

Motion Capture Talent
Rob Gatson
Roy Byrd
Lynell Jinks
Donell Williams
Clement
P-40
Kai Ma
Kel Mitchell
Tony Evans
Nate Burks
Jason Richardson
Rasheed Wallace
Bo Outlaw
Thomas Fairley
James Dailey
Sadiki Fuller
Herb Taylor
Rob Kennedy
Ken Jennings
Marcus Smith
Rick Lambert

Additional Talent
Ben Bishop
Erick Boenisch
Kevin Clement
Kai Ma
Nicolas Sanford

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Scott Patterson
Brian Hendriks
Jeremy Tiner
Kyle Lai-Fatt
Derek Brown
Ralph Petermann
Richard Yee
Matt Underwood
Jenn Baker
Sharon Hunter
Brian Choi
Jasen Chin

ESPN Inc.

SVP and GM of Enterprises
Rick Alessandri

President ESPN, Inc.
George Bodenheimer

SVP Marketing
Lee Ann Daly

Introduction Movie Editor
Tim Horgan

VP Talent and Administration
Al Jaffe

Lawyer
Will Reeder

EVP Enterprises, Magazine and ESPN.com
John Skipper

VP, Enterprises
Tori Stevens

VP, Marketing
Aaron Taylor

Marketing Manager, ESPN Enterprises
Peggy Brolly

Director, ESPN Enterprises Consumer and Media Products
Mary Moore

Graphic Designer
Chris Pelczynski

Graphic Artist
Renata Sedzimir

Producer
Eric Sorensen

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Blackstone

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Broken Drumz

"Beat Tip Sizzle"
Courtesy of Dion Peete + Josh LaBrot

Grinder

"Everything"
Gotta Keep Movin'
Courtesy of Red Line Records
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Grinder

"All That I Want"
Gotta Keep Movin'
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Halfway to Gone

"Turnpike"
Halfway to Gone
Courtesy of Small Stone Records
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Halfway to Gone

"King of Mean"
Halfway to Gone
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J Boogie's Dubtronic Science (aka Justin Borland)

"Try Me"
Courtesy of Om Records
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J Boogie's Dubtronic Science (aka Justin Borland)

"Le Sengre"
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"Oceanic Lullaby"
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Novadriver

"Void"
Void
Courtesy of Small Stone Records
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People Under The Stairs

"Drumbox"
Courtesy of Om Records
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People Under The Stairs

"Outrun"
Courtesy of Om Records
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Recliner

"Making a Friend"
Courtesy of Poison Pen Records
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Recliner

"All Pleasure"
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Recliner

"Bonus Track"
Courtesy of Poison Pen Records
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Romanowki

"Flat Picker"
Courtesy of Future Primitive Sound

Romanowski

"Struble Strut"
Courtesy of Future Primitive Sound

Romanowski

"Train Song"
Courtesy of Future Primitive Sound

Romanowski

"Chalice"
Courtesy of Future Primitive Sound

Romanowski

"Up to No Good"
Courtesy of Future Primitive Sound

Romanowksi

"Why?"
Courtesy of Future Primitive Sound

Stellar Trax Sound System

"Whatever's Clever"
Courtesy of Future Primitive Sound

Tino Corp

"Liquid Dub (Remix" Courtesy of Songs of Windswept Pacific

The Ultimate Lovers

"Rock and Roll Fight"
Rock and Roll Fight EP Courtesy of The Ultimate Lovers
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Trans Am

"Play in the Summer"
Redline
Courtesy of Thrill Jockey Records
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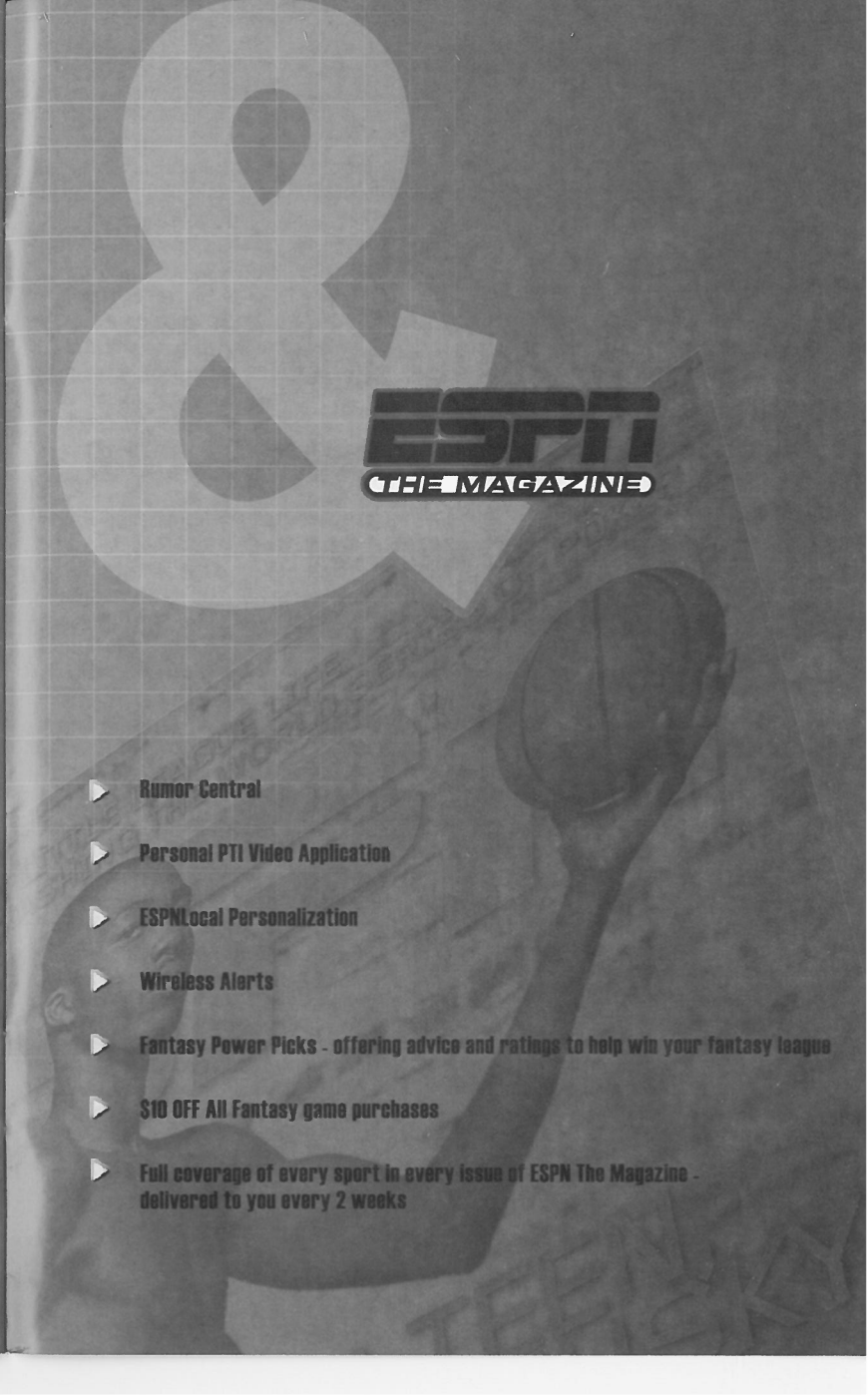

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